

CV – Martijn Dijkse

Technical Game Designer & Gameplay Programmer



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My goal is to create games that contain meaningful interactions, games that can teach a player something about themselves or others. I believe that the best way to design games is through prototyping and iteration, and always aim to improve my technical and collaborative skills.

SKILLS

Main Roles:

- Technical Design
- Gameplay/tool Programming
- Level Design
- Game Design

Game Engines/Editors:

- Unreal Engine 4
- Unity 4/5
- CryEngine 5
- Source SDK (Hammer)

Languages/APIs:

- C++
- Unreal Blueprints
- C#
- CryEngine Flowgraphs

Software:

- Adobe Photoshop
- Autodesk Maya
- Microsoft Office
- Perforce/SVN/Git
- Jenkins
- Slack

EDUCATION

- **B.Sc. International Game Architecture and Design.** *NHTV Breda University of Applied Sciences, Breda, The Netherlands (2014-2018)*
- **Propaedeutic Certificate B.Sc. International Game Architecture and Design.** *NHTV Breda University of Applied Sciences, Breda, The Netherlands (2014-2015)*
- **HAVO.** *Gerrit Komrij College, Winterswijk, The Netherlands (2012-2014)*

EXPERIENCE

- [Spark of Light \(VR\)](#) - *Game Design intern at Pillow's Willow VR Studios* (Sept 2017 - present)
- [The Red Stare \(VR\)](#) - *Technical Game Designer, Gameplay Programmer* (Sept 2016 - present)
- [Akuma no mori](#) - *Level designer, Tool Programmer* (May 2016 - Jun 2016)
- [Defend your Friend](#) - *Producer, Gameplay Programmer* (Nov 2015 - Jul 2016)
- [Heist Night](#) - *level designer, gameplay programmer* (Jan 2015 - Jun 2016)

REFERENCES

- **Jey Hicks** (*Creative Assembly, Ubisoft, Slightly Mad Studios*) hicks.j@nhtv.nl
- **Chris Rothwell** (*lecturer at NHTV*) Rothwell.c@nhtv.nl

Awards

The Red Stare:

- Best Student Game Design - [Dutch Game Awards 2017](#)
- Best Student Art Direction - [Dutch Game Awards 2017](#)
- Best Design - NHTV year 3 | 2016 -2017
- Impressive Award - [VRGamesFor](#)
- Nominated for Best Student Technical Achievement – [Dutch Game Awards 2017](#)

Defend Your Friend:

- Best of INDIEVELOPMENT 2016
- Best Design - NHTV year 2 | 2015 -2016
- Nominated for the Indie Game Cup 2017

Heist Night:

- NHTV Best Game Gamelab 2
- NHTV Best Code Gamelab 2
- Nominated for NHTV GOTY Gamelab 2

ParityHood was nominated for the Unity Award (Brains Eden), and Asphyx was nominated for the Samsung VR awards (Samsung VR jam).